STAR TREK™
—ADVENTURES—

THE ROLEPLAYING GAME
Second Edition Game Toolkit

STAR TREK ADVENTURES

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STAR TREK ADVENTURES

GAME TOOLKIT

1.0	PLAYER RESOURCES	5
1.1	SPACEFRAMES	6
1.2	ADDITIONAL STARSHIP RULES	26
2.0	GAMEMASTER RESOURCES	31
2.1	YOUR OWN CONTINUING MISSIONS	32

CHAPTER 1

PLAYER RESOURCES

1.1	SPACEFRAMES	6
1.2	ADDITIONAL STARSHIP RULES	26

PAOLO PUGGIONI

.:CHAPTER 1.1

SPACEFRAMES

"DO NOT COVET THY NEIGHBOR'S STARSHIP, COMMANDER."

- CAPTAIN CHRISTOPHER PIKE

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

As an engineer, I can't help but build efficiencies into existing technology and create entirely new technologies. There are lots of engineers like me, all across the Galaxy. The countless different spaceframes and classes of ships out there? We dreamed them up and made them real. For every ship that launches from a dock, there are ten more in development somewhere. No matter the mission, we have a spaceframe for the job. Or will, once we imagine, design, and build it.

PAGES 197-211 OF THE CORE rulebook presented 15 Federation and non-Federation spaceframes for you to pick from to be your hero ship. This subchapter provides another 17 spaceframe options for you and your group to choose from.

SPACEFRAME SPECIAL RULES

USE THESE NEW SPACEFRAME SPECIAL rules along with those found on page 196 of the core rulebook.

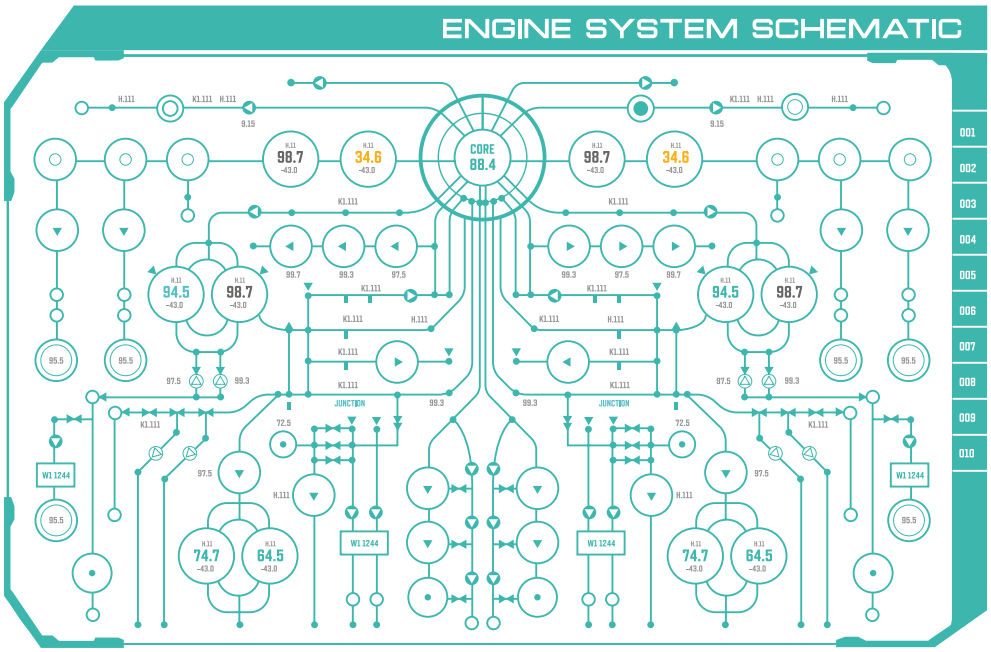
.:FOUR-NACELLE STABILITY

The vessel's configuration of four warp nacelles can be used to produce a stable and long-lasting warp field. The Difficulty of any task attempted to go to warp, or to maintain warp speed despite hazards, damage, or anomalies, is reduced by 1, to a minimum of 1.

.:MISSION POD

All vessels of this class are fitted with a **mission pod**, which provides two of the ship's starting talents as well as adjustments to the ship's system and department ratings. All ships start with a number of talents equal to its Scale.

The mission pod can be changed as if it were a single talent; replacing it takes 12–24 hours at a starbase or other facility. Mission pod options are listed on page 16.



FREEDOM

LAUNCH YEAR: 2148

OVERVIEW: The *Freedom*-class was developed in parallel with the NX class and entered service a few years earlier due to its less resource-intensive design. The *U.S.S. Franklin* was the first vessel able to reach Warp 4. The *Freedom* class's small size, limited crew requirements, and high speed meant these vessels were produced in greater numbers than the NX class, and many continued in service once the Federation was founded. The class was phased out by the end of the 22nd century.

CAPABILITIES: *Freedom*-class vessels were well-liked in the lead-up to the Earth-Romulan War, and they served with distinction as scouts and escorts. It relied on polarized hull plating for defense and the ship's transporter was intended only for cargo use. The ship's small size limited the crew complement and meant it could not support small craft. Crew embarked and disembarked by docking with another vessel.

REFITS AND VARIANTS: Many *Freedom*-class ships were given uprated armaments during the Earth-Romulan War.

SUGGESTED MISSION PROFILES: Pathfinder and Reconnaissance Operations, Technical Testbed.

NAMING CONVENTIONS: *Freedom*-class vessels utilized names associated with notable individuals throughout Earth history, often revolutionaries and leaders.

NOTABLE EXAMPLE: U.S.S. Franklin *(NX-326)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: United Earth Starship, *Freedom* class, Compact Size, No Personnel Transporter

SCALE: 2

SYSTEMS

COMMS 05	ENGINES 05	STRUCTURE 06
COMPUTERS 05	SENSORS 05	WEAPONS 06

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN +2	SECURITY —	SCIENCE —

WEAPONS

- **Phase Cannons**
- **Spatial Torpedoes**
- **Grappler Cable** (Strength 1)

TALENT

None.

SPECIAL RULES

- **COMPACT VESSEL:** See page 196 of the core rulebook.
- **POLARIZED HULL PLATING:** See page 196 of the core rulebook.

WALKER

LAUNCH YEAR: 2195

OVERVIEW: The formation of the Federation after the Earth-Romulan War and the difficulties in meshing the founding members' navies together meant introducing standardized designs beyond those developed during the war was put off as late as possible. The *Walker* class was one of the first joint spaceframes to be developed as a multirole explorer.

CAPABILITIES: *Walker-class* vessels had a large saucer containing the crew's quarters, weapon systems, laboratories, and sickbay. Integrated with the saucer was a secondary hull containing the vessel's engineering section, aft-facing shuttlebay, and cargo area. Warp field enhancements allowed the class to achieve sustained warp velocities of 5.7 and brief sprints of warp 6.9.

REFITS AND VARIANTS: Refits focused on improving sensor platforms and subspace communications equipment.

SUGGESTED MISSION PROFILES: Multirole Explorer, Scientific and Survey Operations, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: *Walker-class* vessels are named after early aviation heroes of Earth and other founding members of the Federation, and mythical ideas of flight. *Valkyrie*, *Thunderbird*, and *Vimana* are all examples. Registry numbers of *Walker-class* vessels range from 1200 to 1249.

| ***NOTABLE EXAMPLE:*** U.S.S. Shenzhou *(NCC-1227)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Walker* class

SCALE: 3

SYSTEMS

COMMS 06	ENGINES 06	STRUCTURE 06
COMPUTERS 07	SENSORS 07	WEAPONS 06

DEPARTMENTS

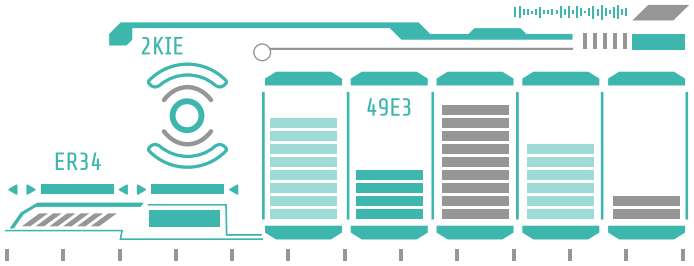
COMMAND —	ENGINEERING +1	MEDICINE +1
CONN —	SECURITY —	SCIENCE +1

WEAPONS

- **Phase Cannons**
- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 2)

TALENT

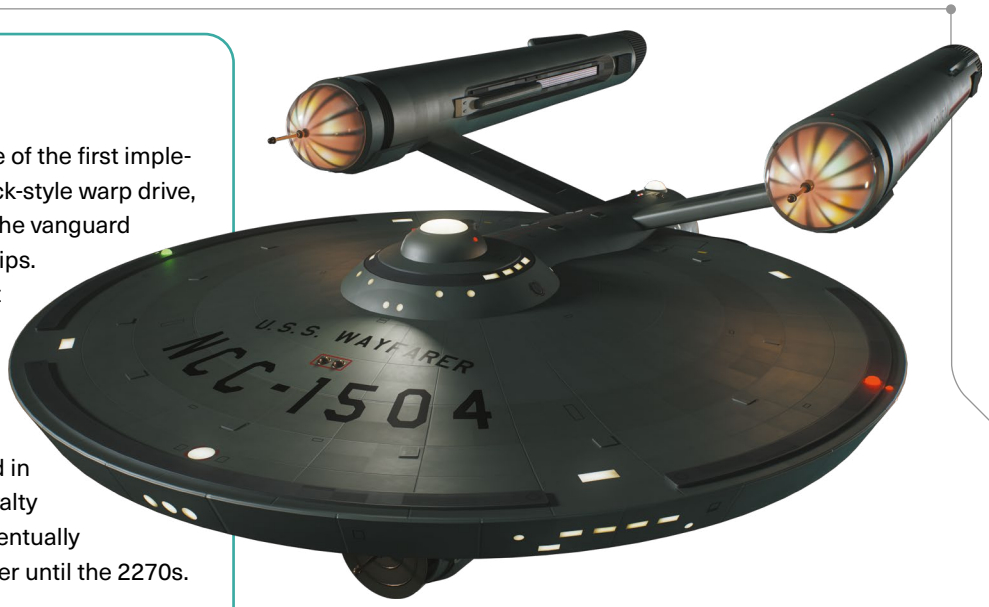
- **RUGGED DESIGN:** See page 225 of the core rulebook.



PIONEER

LAUNCH YEAR: 2241

OVERVIEW: Designed and built as one of the first implementations of the revolutionary Marvick-style warp drive, the *Pioneer* class was intended to be the vanguard of a new generation of Starfleet starships. Instead, only a few *Pioneers* were built as Starfleet decided to eschew new construction in favor of maintaining its large reserve of *Magee*- and *Malachowski*-class ships. After most of the fleet's light units were destroyed in the Federation-Klingon War, the Admiralty revived the *Pioneer* program, and it eventually became Starfleet's de-facto light cruiser until the 2270s.



CAPABILITIES: Small and flexible, the *Pioneer* class centered around patrol, surveillance, and logistics. Intended to supplement and support the larger *Constitution* class, the *Pioneer* has a medium range and modular construction. While a fast and flexible light cruiser, the *Pioneer* did not offer much offensive capability.

REFITS AND VARIANTS: Refits focused on improving the class's computer systems and sensor pallets.

SUGGESTED MISSION PROFILES: Scientific and Survey Operations, Crisis and Emergency Response, Multirole Explorer.

NAMING CONVENTIONS: *Pioneer*-class vessels are named using synonyms for pioneers, such as *Trailblazer*, *Wanderer*, *Pathfinder*, and *Explorer*. NCC numbers range from 1500-1599.

NOTABLE EXAMPLE: U.S.S. Wayfarer *(NCC-1504)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Pioneer* class

SCALE: 3

SYSTEMS

COMMS 08	ENGINES 08	STRUCTURE 07
COMPUTERS 07	SENSORS 07	WEAPONS 06

DEPARTMENTS

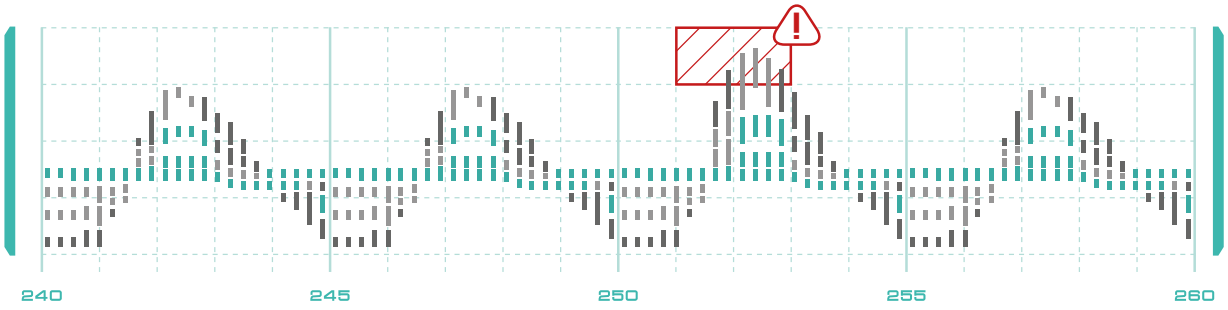
COMMAND —	ENGINEERING +1	MEDICINE +1
CONN —	SECURITY —	SCIENCE +1

WEAPONS

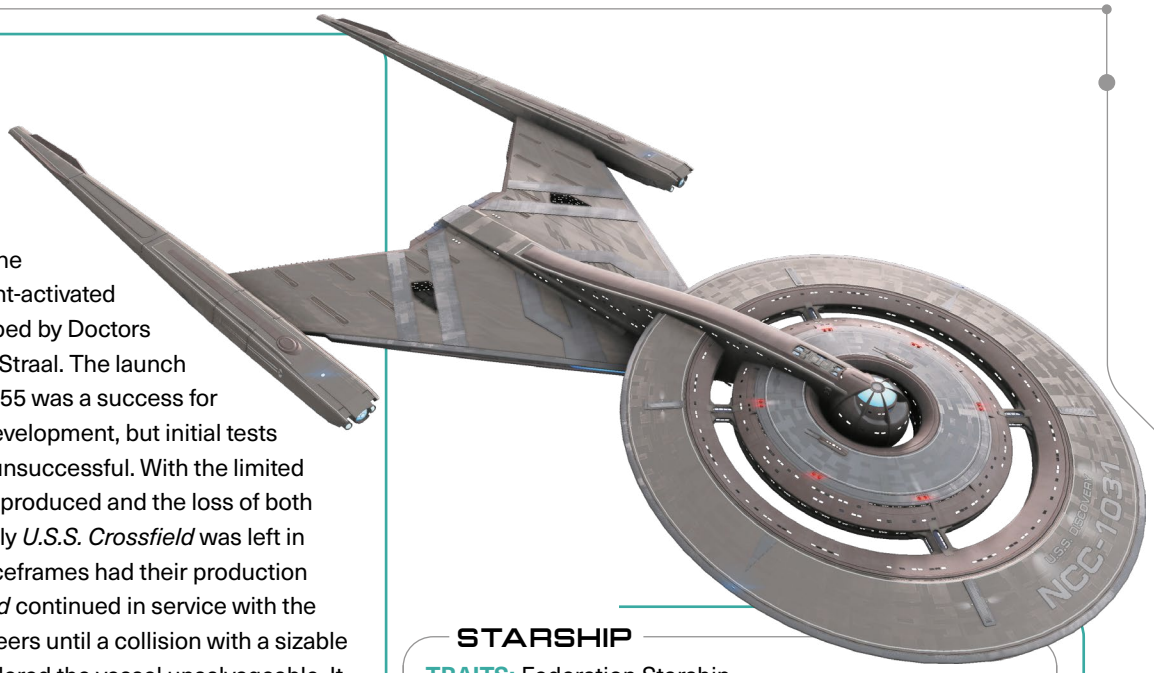
- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 2)

TALENT

- **RUGGED DESIGN:** See page 225 of the core rulebook.



CROSSFIELD



LAUNCH YEAR: 2255

OVERVIEW: Designed and produced in secret, the *Crossfield* class was produced solely to test the theoretical "displacement-activated spore hub drive" developed by Doctors Paul Stamets and Justin Straal. The launch of *U.S.S. Crossfield* in 2255 was a success for starship research and development, but initial tests of the spore drive were unsuccessful. With the limited number of spaceframes produced and the loss of both *Glenn* and *Discovery*, only *U.S.S. Crossfield* was left in service, and further spaceframes had their production cancelled. The *Crossfield* continued in service with the Starfleet Corps of Engineers until a collision with a sizable piece of an asteroid rendered the vessel unsalvageable. It remained in use as a testbed for new technologies until it was broken up in 2290.

CAPABILITIES: Each starship consisted of a large saucer for a primary hull that included the majority of crew quarters, the bridge, and sickbay. An angular secondary hull contained the engineering areas, including the warp core and two separate impulse reactor rooms. *Crossfield* had a solid saucer section, but later tests involving the spore drive indicated a large rotating subspace field was required to "activate" the drive. *Glenn* and *Discovery* were converted by removing the outermost part of the saucer section and converting it into a rotating ring housing subspace coils; adding fusion reactors to power the coils; and installing heavy shield emitters to protect the crew in the inner ring and command section from the intense subspace field generated by the spore drive.

REFITS AND VARIANTS: The class was not produced in quantities to support a refit program.

SUGGESTED MISSION PROFILES: Technical Testbed.

NAMING CONVENTIONS: Three known *Crossfield*-class vessels were produced, with no pattern of naming conventions among them.

> ***NOTABLE EXAMPLES:*** U.S.S. Crossfield *(NX/NCC-1029)*, U.S.S. Glenn *(NCC-1030)*, U.S.S. Discovery *(NCC-1031)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Crossfield* class, Experimental

SCALE: 4

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 07
COMPUTERS 08	SENSORS 08	WEAPONS 07

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN —	SECURITY —	SCIENCE +2

WEAPONS

- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 3)

TALENTS

- **EXTENSIVE SHUTTLEBAYS:** See page 223 of the core rulebook.
- **HIGH-RESOLUTION SENSORS:** See page 223 of the core rulebook.
- **MODULAR LABORATORIES:** See page 224 of the core rulebook.

SPECIAL RULE

- **CLASSIFIED DESIGN:** As the *Crossfield* class is a highly experimental spaceframe, Starfleet outfitted all ships of this class with the Technical Testbed mission profile.

MIRANDA

LAUNCH YEAR: 2264 (re-engineered 2274)

OVERVIEW: Starfleet conceived the *Miranda* class as a dual-purpose patrol and combat vessel to counter the most advanced Klingon D7s. Upon the signing of the Treaty of Organia, manufacturing of the *Miranda* was halted. A radical redesign was proposed using the systems and design philosophy going into the refit of *Constitution*-class vessels, and the *Miranda* was re-welcomed into the fleet as a multipurpose cruiser.

CAPABILITIES: The *Miranda* class included a photon torpedo launcher mounted on a separate pod at the apex of a "roll-bar." This made the launchers difficult to repair, but also allowed the addition of aft-facing launch tubes to give the vessel a wider range of fire. The class also included two large shuttle / cargo bays at the aft. This class became seen as a jack of all trades, and saw continual use through the late 24th century.

REFITS AND VARIANTS: *Miranda*-class vessels received refit programs that followed along paths determined by their typical crew. By the outbreak of the Dominion War, most *Miranda*-class vessels were nearing the limits of what they could handle, but some received upgrades to quantum torpedoes and a few tested transwarp and quantum slipstream engines.

SUGGESTED MISSION PROFILES: Multirole Explorer, Scientific and Survey Operations, Tactical Operations.

NAMING CONVENTIONS: *Miranda*-class vessels take names from nearly every aspect of naval traditions from across the Federation. *Empress Sh'Thia Xl*, *Repulse*, and *Lake Baikal* are examples. Registry numbers range as low as 1850 and continue upward.

> ***NOTABLE EXAMPLES:*** U.S.S. Reliant *(NCC-1864)*, U.S.S. Saratoga *(NCC-31911)*, U.S.S. ShirKahr *(NCC-31905)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Miranda* class, Long-serving

SCALE: 4

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 08
COMPUTERS 08	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND +1	ENGINEERING —	MEDICINE —
CONN +1	SECURITY —	SCIENCE +1

WEAPONS

- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 3)

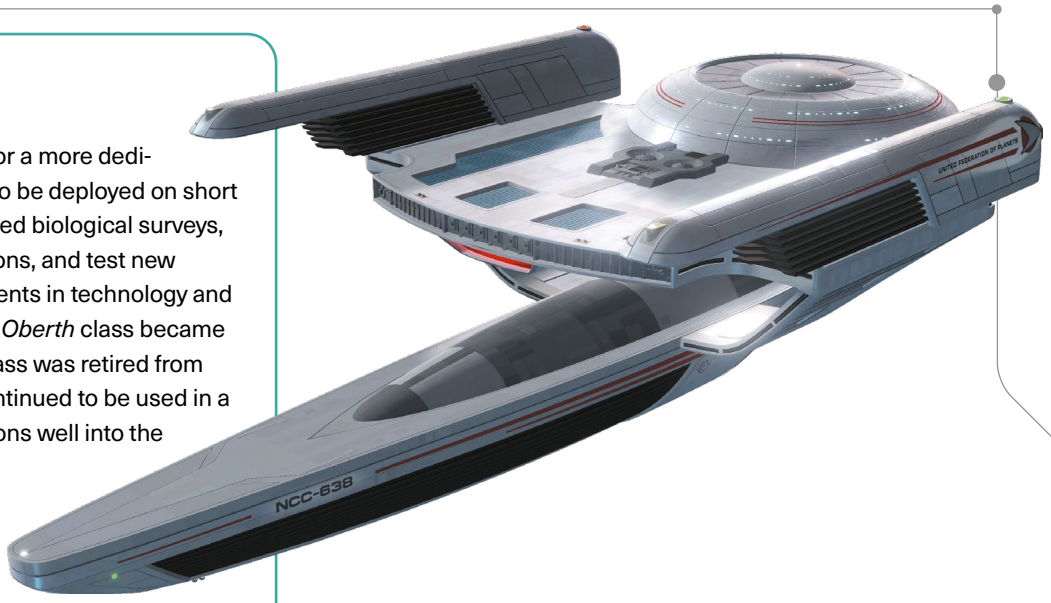
TALENT

- **EXTENSIVE SHUTTLEBAYS:** See page 223 of the core rulebook.

OBERTH

LAUNCH YEAR: 2269

OVERVIEW: Starfleet saw a need for a more dedicated science vessel that could also be deployed on short duration missions to perform detailed biological surveys, assist rescue and recovery operations, and test new technologies. The rapid advancements in technology and engineering techniques meant the *Oberth* class became increasingly difficult to refit. The class was retired from active deployments in 2310 but continued to be used in a reserve role and for rescue operations well into the late 24th century.



CAPABILITIES: The *Oberth* class utilized highly efficient warp coils, allowing the vessel to only carry small amounts of antimatter and freeing up more space to be dedicated to sensors and a small shuttlebay at the far forward of the primary hull. The secondary hull, containing planetary survey and subspace scanning equipment, was inaccessible except through access tubes during normal operation.

REFITS AND VARIANTS: The primary refit program for the *Oberth* class involved improving or replacing the vessel's already advanced warp coils developed from the *Excelsior* transwarp project. Refit programs beyond those of the 2280s and 90s saw the *Oberth* customized more for their specific university or test program than any fleet-wide program.

SUGGESTED MISSION PROFILES: Technical Testbed, Scientific and Survey Operations, Crisis and Emergency Response.

NAMING CONVENTIONS: *Oberth*-class vessels are often named after physicists from across the Federation. *Newton*, *Hawking* and *Von Neumann* are examples.

> ***NOTABLE EXAMPLES:*** U.S.S. Grissom *(NCC-638)*, U.S.S. Copernicus *(NCC-640)*, U.S.S. Cochrane *(NCC-59318)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Oberth* class

SCALE: 3

SYSTEMS

COMMS 08	ENGINES 07	STRUCTURE 06
COMPUTERS 09	SENSORS 09	WEAPONS 06

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN —	SECURITY —	SCIENCE +2

WEAPONS

- **Phaser Banks**
- **Tractor Beam** (Strength 2)

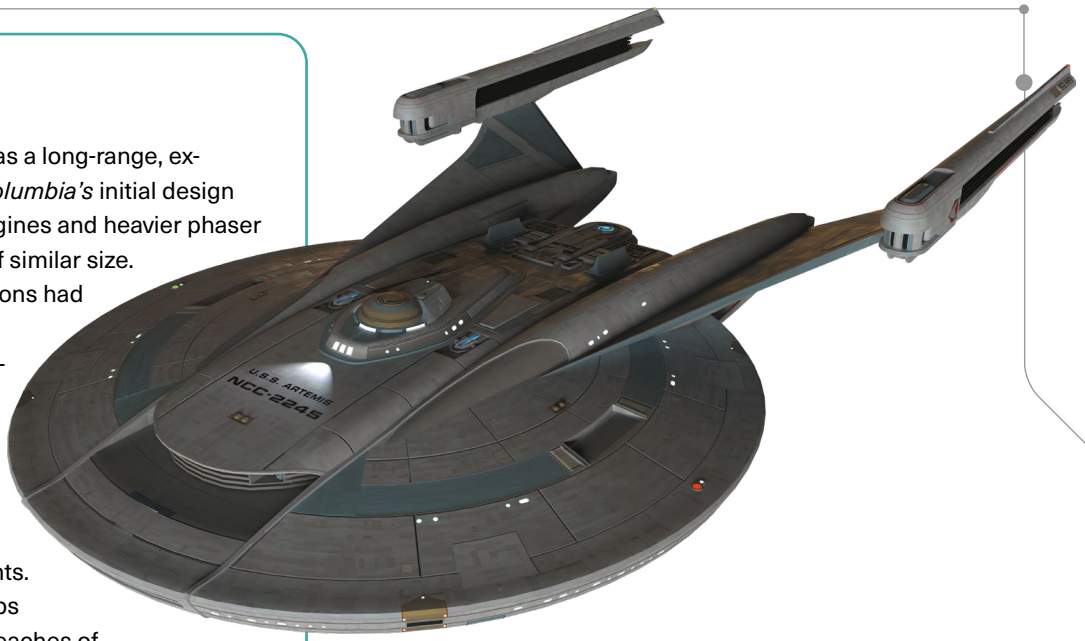
TALENTS

- **HIGH-RESOLUTION SENSORS:** See page 223 of the core rulebook.
- **IMPROVED WARP DRIVE:** See page 224 of the core rulebook.

COLUMBIA

LAUNCH YEAR: 2284

OVERVIEW: Originally pitched as a long-range, extended endurance class, the *Columbia's* initial design sported more efficient warp engines and heavier phaser armament than other classes of similar size. Though relations with the Klingons had not yet escalated to a "hot" war, there had been several skirmishes to mixed success for the Federation. The promise of the *Columbia* was a ship that was faster and more capable than the *B'rel*, without increased production requirements. Several *Columbia*-class starships saw deployment along the far reaches of Federation space in the Beta Quadrant.



CAPABILITIES: The *Columbia* class has more phaser banks and a slightly higher acceleration curve than other ships of her size, properties that helped the *Columbia* match the notorious Klingon *B'rel*-class bird-of-prey. Its warp engines were more efficient too, allowing for a longer uptime at higher warp factors.

REFITS AND VARIANTS: As the *Columbia's* development proceeded, some in the Admiralty decried the tactical focus, and demanded the *Columbia* be supplemented with more scientific equipment. The ship gained a small secondary hull with a large deflector dish and sensitive lateral sensor arrays.

SUGGESTED MISSION PROFILES: Pathfinder and Reconnaissance Operations, Patrol, Scientific and Survey Operations, Tactical Operations.

NAMING CONVENTIONS: *Columbia*-class starships are often named after crewed vehicles from the history of space exploration across Federation worlds. NCC numbers range from 2200-2299.

NOTABLE EXAMPLE: U.S.S. Artemis *(NCC-2245)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Columbia* class

SCALE: 3

SYSTEMS

COMMS 08	ENGINES 08	STRUCTURE 07
COMPUTERS 08	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND —	ENGINEERING —	MEDICINE —
CONN +1	SECURITY +1	SCIENCE +1

WEAPONS

- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 2)

TALENT

- **IMPROVED WARP DRIVE:** See page 224 of the core rulebook.

SPECIAL RULE

- **PREFERENTIAL TARGETING:** Using its sensitive scientific equipment, a *Columbia* can locate and exploit weaknesses in an enemy ship's defenses. When a *Columbia*-class ship causes a breach to an enemy ship, the crew may spend 3 Momentum to immediately attack again with a different weapon.

CONSTELLATION

LAUNCH YEAR: 2285

OVERVIEW: The *Constellation* class was developed as both a response to increasing tension with the Klingon Empire and to the difficulties in the development of the new transwarp system for *Excelsior*-class vessels. This class's intended use never occurred, as the Khitomer Accords were signed soon after the class's deployment. Instead of being taken out of service, *Constellation*-class vessels were given different assignments, often acting as first responders to crises across the Federation.

CAPABILITIES: The use of four warp nacelles on starships hadn't been common in Starfleet prior to the *Constellation*, but third generation duotronic computer systems allowed greater response time to changes in the warp field and a higher degree of control. The *Constellation* class used two nacelles actively while utilizing the inactive nacelles' warp coils to act as field repeaters, allowing the vessel to cruise at higher warp velocities for far less energy.

REFITS AND VARIANTS: Refit programs focused on improving power generation and warp coils and reinforcing the vessel's structural integrity. During the Dominion War, *Constellation*-class vessels also had their hulls reinforced.

SUGGESTED MISSION PROFILES: Crisis and Emergency Response, Multirole Explorer.

NAMING CONVENTIONS: *Constellation*-class vessels are named after astronomers, terms associated with astronomy, constellations, or mythological sky deities. *Cassiopeia*, *Nyx*, and *Ratri* are examples.

> ***NOTABLE EXAMPLES:*** U.S.S. Constellation *(NX-1974)*, U.S.S. Stargazer *(NCC-2893)*, U.S.S. Hathaway *(NCC-2593)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Constellation* class

SCALE: 4

SYSTEMS

COMMS 08	ENGINES 09	STRUCTURE 08
COMPUTERS 07	SENSORS 09	WEAPONS 07

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN +1	SECURITY +1	SCIENCE —

WEAPONS

- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 3)

TALENTS

- **EXTENSIVE SHUTTLEBAYS:** See page 223 of the core rulebook.
- **IMPROVED WARP DRIVE:** See page 224 of the core rulebook.

SPECIAL RULE

- **FOUR-NACELLE STABILITY:** See page 6.

NEBULA

LAUNCH YEAR: 2361

OVERVIEW: During the development of the *Galaxy* class, Starfleet felt that it could make the next evolutionary step of the *Miranda* class based on the design elements of the future flagship class, in the same way the *Miranda* had incorporated elements from the *Constitution* class refit. The *Nebula* would prove to be even more adaptable than the *Miranda*, but full-scale replacement of the older class became impossible with the outbreak of the Dominion War.

CAPABILITIES: Internally, the *Nebula* had less mission-adaptable volume than her sister class, but the roll-bar mount was much stronger structurally and provided more EPS connections. This allowed a far wider selection of modular pods to be made available for use.

REFITS AND VARIANTS: Most *Nebula*-class vessels went through a single refit cycle before the outbreak of the Dominion War, the standard being improvements in the sensitivity of their sensor platforms.

SUGGESTED MISSION PROFILES: Any. The *Nebula*-class is designed for maximum adaptability to mission requirements.

NAMING CONVENTIONS: *Nebula*-class vessels take their names from across the Federation, based on famous ships from the past. *Bennion*, *Beagle*, and *Golden Hind* are examples. Most *Nebula*-class vessels have registry numbers over 60000; a few have much lower numbers, indicating production at smaller, less-used shipyards.

> ***NOTABLE EXAMPLES:*** U.S.S. Farragut *(NCC-60597)*, U.S.S. Phoenix *(NCC-65420)*, U.S.S. T'Kumbra *(NCC-62100)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Nebula* class, Adaptable

SCALE: 5

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 09
COMPUTERS 10	SENSORS 08	WEAPONS 09

DEPARTMENTS

COMMAND —	ENGINEERING +2	MEDICINE —
CONN —	SECURITY —	SCIENCE —

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 4)

TALENT

None.

SPECIAL RULES

- **MISSION POD:** See page 16.
- **SAUCER SEPARATION AND RECONNECTION:** See page 196 of the core rulebook.

▷ MISSION PODS

Certain spaceframes can be fitted with a mission pod, chosen from the list below. The talents provided by the pod may not be swapped out, but the entire mission pod (and all of its benefits) may be swapped out as if it were a single talent.

If the selected mission pod provides a talent the spaceframe already has (either from its starting allotment of talents or from its mission profile), replace it with another talent (so long as it meets the listed requirements for the talent, if any).

ASTROMETRICS AND NAVIGATION: The spaceframe has +1 Computers, +1 Engines, and +1 Conn. The spaceframe gains the **Improved Warp Drive** and **Advanced Sensor Suites** talents.

COMMAND AND CONTROL: The spaceframe has +1 Communications, +1 Computers, and +1 Command. The spaceframe also gains the **Command Ship** and **Electronic Warfare Systems** talents.

DEFENSIVE SHIELD ENHANCEMENT: The ship has +1 Engines, +1 Structure, and +1 Engineering. The spaceframe also gains the **Advanced Shields** and **Improved Shield Recharge** talents.

EMERGENCY RECOVERY: The ship has +1 Engines, +1 Structure, and +1 Conn. The ship also gains the **High-Power Tractor Beam** and **Redundant Systems** (of the players' choice) talents.

FIELD HOSPITAL: The ship has +2 Computers and +1 Medical. The ship also has the **Emergency Medical Hologram** and **Advanced Sickbay** talents.

FLEET CARRIER: The ship has +1 Communications, +1 Structure, and +1 Security. The ship also has the **Extensive Shuttlebays** and **Command Ship** talents.

FLEET COMMAND SUPPORT: The spaceframe has +1 Communications, +1 Computers, and +1 Command. The spaceframe also gains the **Command Ship** and **Fast Targeting Systems** talents.

MOBILE DRYDOCK: This pod contains a folded dry dock that can be unfurled and deployed for assisting in repairing other starships. Inside the remaining pod are industrial replicator facilities capable of disassembling asteroids and comets to produce replacement parts and hull for damaged vessels, plus a large workbee bay. The ship gains +1 Structure, +1 Computers, and +1 Engineering. The ship also has the talents **Improved Damage Control** and **Rugged Design**, which it confers to any vessel docked with the drydock pod.

SENSORS: The ship has +2 Sensors and +1 Science. The ship also has the **Advanced Sensor Suites** and **High-Resolution Sensors** talents.

WARP PROPULSION POD: The pod contains an advanced third warp nacelle with paired coils, along with extra fusion reactors that can either assist the ship in maintaining a high warp velocity, or maintain a warp field after saucer separation. The ship has +2 Engines and +1 Conn. The ship also gains the **Improved Warp Drive** and **Secondary Reactors** talents.

WEAPONS: The ship has +1 Sensors, +1 Weapons, and +1 Security. The ship also has the **Fast-Targeting Systems** and **Rapid-Fire Torpedo Launcher** talents.

VENTRAL WARP NACELLES P/S
DAMAGE REPORT

AKIRA

LAUNCH YEAR: 2368

OVERVIEW: In the aftermath of the Battle of Wolf 359, Starfleet saw the need for a heavily armed and combat-capable starship to perform patrol assignments and maintain a constant presence in a sector of space, but still contribute to exploration and discovery. When updated with the latest technologies, *U.S.S. Akira* was so successful in its initial patrols that Starfleet immediately ordered the class into wide production.

CAPABILITIES: The vessel is designed to present the smallest sensor profile possible to augment the small surface area for its defensive shields. The sloped surfaces of the outer hull were augmented with ablative duranium armor plating, providing additional protection to key systems and power distribution nodes. The ship's weapons pod, located between its large "pontoons" that were attached to the saucer and also mounted to the vessel's warp nacelles, contained the same phaser arrays and forward and aft firing photon torpedo systems. The vessel was also designed with spacious flight decks and maintenance areas, allowing it to deploy runabouts and fighters.

REFITS AND VARIANTS: The 2378 refit program involved installation of bioneural computer pathways to augment its isolinear core.

SUGGESTED MISSION PROFILES: Tactical Operations, Battlecruiser, Crisis and Emergency Response.

NAMING CONVENTIONS: *Akira*-class vessels are often named after famed or fictional warriors or fighting vessels, particularly those who stood against impossible odds, or after places where such battles were fought. *Thermopylae*, *Gawain*, and *Argo* are some examples.

NOTABLE EXAMPLES: U.S.S. Thunderchild *(NCC-63549)*, U.S.S. Sentinel *(NCC-68455)*, U.S.S. Wersching *(NCC-63328)*

STARSHIP

TRAITS: Federation Starship, *Akira* class, Extensive Tactical Systems

SCALE: 5

SYSTEMS

COMMS 09	ENGINES 09	STRUCTURE 10
COMPUTERS 09	SENSORS 09	WEAPONS 11

DEPARTMENTS

COMMAND +1	ENGINEERING —	MEDICINE —
CONN —	SECURITY +2	SCIENCE —

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 4)

TALENTS

- **ABLATIVE ARMOR:** See page 218 of the core rulebook.
- **EXTENSIVE SHUTTLEBAYS:** See page 223 of the core rulebook.
- **RAPID-FIRE TORPEDO LAUNCHER:** See page 225 of the core rulebook.

SPECIAL RULE

- **SPECIALIZED SHUTTLEBAY:** *Akira*-class vessels are built with a shuttlebay running the length of the saucer section, allowing small craft to depart from the prow and return safely via the aft. Any friendly small craft within Close range may count the ship as providing Cover (+1 Difficulty on attacks targeting them). Any small craft launching from the bay may take one additional helm minor action at no additional cost after they launch.

SPACEFRAME STATISTICS

NOVA

LAUNCH YEAR: 2368

OVERVIEW: Starfleet Command and the Federation Science Council formed a committee in 2363 to discuss the state of Starfleet's aging science and exploration vessels. The conclusion was Starfleet required a new easy to maintain science and exploration vessel, equipped with the latest sensors and scientific gear. The *Nova* class went on to be the inspiration for the *Intrepid* class, and the lessons learned influenced Starfleet designers for decades to come.

CAPABILITIES: Two standard isolinear computer cores were included to help maintain control over the ship's small warp field, generated from subspace-friendly warp coils but mounted in standard nacelle housings. These computers had powerful subspace fields, allowing even faster processing time for the vessel's integrated sensor networks. The *Nova* class was a superb scientific research vessel, but at the expense of creature comforts.

REFITS AND VARIANTS: Starfleet's refit plans for the *Nova* class included replacement of the vessel's warp coils with smaller and more efficient systems.

SUGGESTED MISSION PROFILES: Pathfinder and Reconnaissance Operations, Scientific and Survey Operations, Crisis and Emergency Response.

NAMING CONVENTIONS: *Nova*-class vessels take names from astronomical and astrological terms from the many languages of the Federation, and place names from the worlds that manufacture the spaceframes. *Nova*-class starships use registry numbers that begin in the 72300s.

> ***NOTABLE EXAMPLES:*** U.S.S. Equinox *(NCC-72381)*, U.S.S. Mandel *(NCC-72210)*, U.S.S. Rhode Island *(NCC-72701)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Nova* class, Efficient but Austere

SCALE: 3

SYSTEMS

COMMS 10	ENGINES 09	STRUCTURE 08
COMPUTERS 10	SENSORS 10	WEAPONS 08

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN —	SECURITY —	SCIENCE +2

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 2)

TALENT

- **ADVANCED SENSOR SUITES:** See page 219 of the core rulebook.

DEFIANT

LAUNCH YEAR: 2371

OVERVIEW: As Starfleet had little experience in designing a warship from the ground up, the development of the *Defiant* class began after the destruction of the fleet at Wolf 359 by the Borg in 2367 and wouldn't see the construction of the first spaceframe until 2371—and only then after delays and massive redesigns, as new technology was developed to fight the Borg. *Defiant*-class vessels served in Starfleet into the early 25th century, often as scouts.

CAPABILITIES: The *Defiant*-class vessel consisted of a single flattened hull to provide as small a silhouette as possible to protect against incoming fire. Developments from Starfleet Research and Development meant the phaser arrays, pulsed phaser cannons, and rapid-fire torpedo systems operated without losing maneuvering power. In order to keep the compact silhouette, the vessel's nacelles were integrated into the vessel. These starships required just 50 crew and were cramped, not designed for long-duration assignments.

REFITS AND VARIANTS: Starfleet continued to improve reactor output and structural integrity fields through the last decades of the 24th century, adding to the vessel's survivability in fleet engagements.

SUGGESTED MISSION PROFILES: Tactical Operations, Espionage/Intelligence, Patrol, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: *Defiant*-class starships are often named for adjectives in the languages of the Federation associated with honorable combat and heroism. *Courageous*, *Dauntless*, and *Resolute* are examples.

NOTABLE EXAMPLES: U.S.S. Defiant *(NX-74205)*, U.S.S. Valiant *(NCC-74210)*

STARSHIP

TRAITS: Federation Starship, *Defiant* class, Warship

SCALE: 3

SYSTEMS

COMMS 09	ENGINES 08	STRUCTURE 08
COMPUTERS 09	SENSORS 09	WEAPONS 13

DEPARTMENTS

COMMAND —	ENGINEERING —	MEDICINE —
CONN +1	SECURITY +2	SCIENCE —

WEAPONS

- **Phaser Arrays**
- **Pulse Phaser Cannons**
- **Photon Torpedoes**
- **Quantum Torpedoes**
- **Tractor Beam** (Strength 2)

TALENT

- **ABLATIVE ARMOR:** See page 218 of the core rulebook.

SPECIAL RULES

- **PULSE PHASER CANNONS:** The armament of *Defiant*-class starships is designed to deliver punishing firepower at Close range, overwhelming the defenses of most enemies. These function as Phaser Cannons with the Spread quality.
- **LANDING GEAR:** See page 196 of the core rulebook.

SPACEFRAME STATISTICS

LUNA

LAUNCH YEAR: 2372 / 2375

OVERVIEW: With the design success of the *Intrepid* class, Starfleet began the parallel development of an explorer capable of the same exploratory and scientific assignments, but with larger research facilities, more computer processing power, and longer mission duration. The *Luna* class exited its design phase eight months after her sister class, and while there were engineering delays, *U.S.S. Luna* slipped her drydock over Mars in late 2372. Further delays occurred because of the outbreak of war between the Klingon Empire, and later, the Dominion. While the *Luna* class was approved for production, further vessels weren't launched until 2375.

CAPABILITIES: The *Luna* class is equipped with variable geometry warp nacelles, allowing the starship to maintain warp field stability in turbulent space-time and to generate a subspace field with less power. This allows the *Luna* class a cruising speed of warp 7 and a maximum speed of warp 9.975. Like the *Intrepid* class, these vessels are designed to incorporate holo-emitters in sickbay to facilitate an Emergency Medical Hologram, but these emitters are also installed in mission-critical areas of the ship. Unlike its sister class, the *Luna* class has a modular equipment pod.

REFITS AND VARIANTS: Refits expand the vessel's phaser capacitors to improve fire rate and duration. One *Luna*, the *U.S.S. Enceladus*, was heavily modified to be staffed entirely by Cetacean officers and crew and became the lead ship of three vessels of the *Enceladus* subclass.

SUGGESTED MISSION PROFILES: Multirole Explorer, Technical Testbed, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: *Luna*-class vessels are named after moons, with the earliest vessels in the class using the names of moons from the Sol system. *Deimos*, *Uriel*, and *Oberon* are examples. Registry numbers in the 80100s are commonplace.

NOTABLE EXAMPLES: U.S.S. Europa *(NCC-80104)*, U.S.S. Galatea *(NCC-80112)*, U.S.S. Titan *(NCC-80102)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Luna* class

SCALE: 5

SYSTEMS

COMMS 10	ENGINES 10	STRUCTURE 08
COMPUTERS 10	SENSORS 10	WEAPONS 08

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN —	SECURITY —	SCIENCE +1

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Quantum Torpedoes**
- **Tractor Beam** (Strength 4)

TALENTS

- **ADVANCED RESEARCH FACILITIES:** See page 219 of the core rulebook.
- **ADVANCED SENSOR SUITES:** See page 219 of the core rulebook.

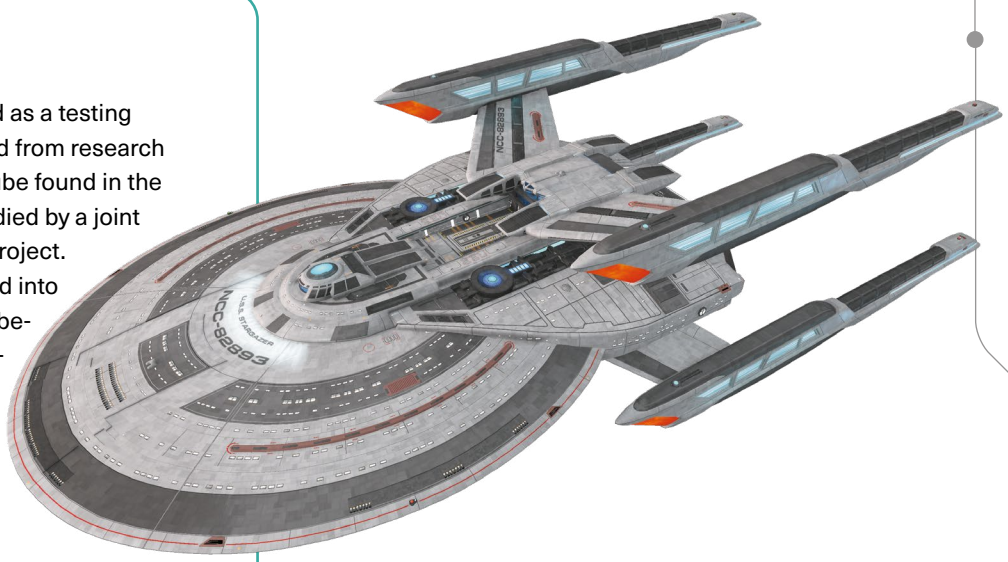
SPECIAL RULE

- **MISSION POD:** See page 16.

SAGAN

LAUNCH YEAR: 2401

OVERVIEW: The *Sagan* class served as a testing ground for new technologies derived from research into "the Artifact," a derelict Borg Cube found in the Beta Quadrant in the 2380s and studied by a joint Federation and Romulan research project. Borg technology had been integrated into Starfleet vessels on a smaller scale before, but it had taken nearly two decades of study and testing before Starfleet was willing to adopt such advancements on a wider scale.



CAPABILITIES: The spaceframe is heavily reinforced and integrates extensive multiphasic shielding to protect the crew from radiation and other spatial phenomena. Borg technology allows the weapons to be more potent and more efficient relative to their size and power draw. The class boasts a sustained cruising speed of warp 7.8, and nearly double the endurance for long-duration warp flight than any other class.

REFITS AND VARIANTS: The technologies involved in developing the *Sagan*-class are new and the impact of them in the field is still being tested and analyzed. However, Starfleet committed to the production of this class, with over a dozen already in active service as of 2401 and several more under construction.

SUGGESTED MISSION PROFILES: Multirole Explorer, Pathfinder and Reconnaissance Operations, Scientific and Survey Operations.

NAMING CONVENTIONS: *Sagan*-class vessels are commonly named after terms relating to exploration, and after notable figures in space science and exploration. The first vessel of the class was the *U.S.S. Stargazer* (NCC-82893). *Pioneer*, *Hathaway*, and *Hubble* are other examples.

> ***NOTABLE EXAMPLES:*** U.S.S. Stargazer *(NCC-82893)*, U.S.S. Chalwa *(NCC-82807)*, U.S.S. Explorer *(NCC-82821)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Sagan* class, Borg Technology

SCALE: 5

SYSTEMS

COMMS 10	ENGINES 11	STRUCTURE 10
COMPUTERS 10	SENSORS 11	WEAPONS 09

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN +1	SECURITY —	SCIENCE +1

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 4)

TALENTS

- **ADVANCED SENSOR SUITES:** See page 219 of the core rulebook.
- **ADVANCED SHIELDS:** See page 219 of the core rulebook.
- **IMPROVED WARP DRIVE:** See page 224 of the core rulebook.

SPECIAL RULE

- **FOUR-NACELLE STABILITY:** See page 6.

ODYSSEY

LAUNCH YEAR: 2381 (*Verity*)/2398 (*Odyssey*)

OVERVIEW: Following encounters with the massive starships fielded by the Borg, Dominion, and Remans, Starfleet planners were concerned Starfleet was falling behind on defensive and offensive capability. In response, the Admiralty invested in Starfleet's own iteration of a massive star cruiser that could compete. The project yielded the *U.S.S. Odyssey*, the *U.S.S. Verity*, and eventually the *Starship Enterprise*, NCC-1701-F.

CAPABILITIES: The *Odyssey* class represents a significant evolutionary advancement in the tradition of Starfleet multi-role cruisers. Requiring a crew of 1,600 and an emergency capacity of over 10,000, the *Odyssey* was designed to tackle any mission. Its suite of active and passive sensor arrays is one of the most advanced in Starfleet, and it is impressively armed. Its massive Yoyodyne 46A warp core powers both a standard warp drive and an experimental quantum slipstream burst drive.

In addition, the *Odyssey* has an *Aquarius* embedded escort. The *Aquarius* escort is a small ship assigned to its parent *Odyssey* and docked in a bay in the aft of its mothership. Its crew is part of the *Odyssey's* crew, and it operates at the captain's discretion. The *Aquarius* offers additional tactical flexibility, especially when deployed during a saucer separation maneuver.

REFITS AND VARIANTS: After the Romulan supernova, Starfleet began a program to modernize and update several *Odyssey* hulks involved in heavy fighting along the former border with rogue elements of the Romulan Navy. Starfleet decided on three different sub-classes for the refits, each specializing in a different mission profile. The *Endeavour* subclass's focus was on tactical operations. The *Sojourner's* focus was on engineering and operational support. The *Yorktown* was focused on exploration and scientific discovery. The *Enterprise*-F received the *Yorktown* refit after taking heavy damage in the Battle at Midnight.

SUGGESTED MISSION PROFILES: Strategic and Diplomatic Operations, Crisis and Emergency Response, Multirole Explorer, Flagship.

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Odyssey* class, Mobile Starbase

SCALE: 7

SYSTEMS

COMMS 10	ENGINES 10	STRUCTURE 11
COMPUTERS 11	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND +1	ENGINEERING +1	MEDICINE —
CONN —	SECURITY +1	SCIENCE —

WEAPONS

- **Phaser Arrays**
- **Phaser Banks**
- **Quantum Torpedoes**
- **Tractor Beam** (Strength 6)

NAMING CONVENTIONS: The *Odyssey* is named in honor of both Odysseus's original daring voyage and other Starfleet ships. As Starfleet's flagship class of the 25th century, other *Odyssey*-class ships inherit names from renowned vessels.

> ***NOTABLE EXAMPLES:*** U.S.S. Verity *(NCC-97005)*, U.S.S. Enterprise *(NCC-1701-F)*, U.S.S. Hikaru Sulu *(NCC-92420)*

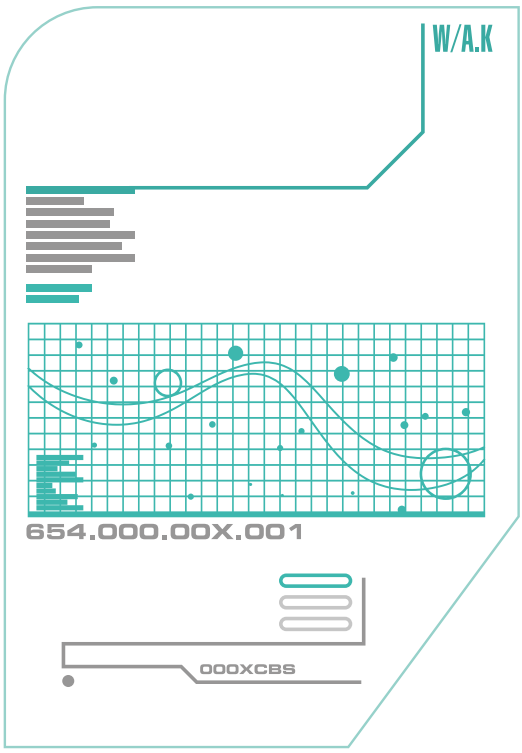
TALENTS

- **COMMAND SHIP:** See page 220 of the core rulebook.
- **IMPROVED WARP DRIVE:** See page 224 of the core rulebook.
- **REDUNDANT SYSTEMS (ENGINES):** See page 225 of the core rulebook.

SPECIAL RULES

- **AQUARIUS ESCORT:** See below.
- **QUANTUM SLIPSTREAM BURST DRIVE:** This experimental drive allows the ship to enter quantum slipstream for 30 minutes at a time, moving the ship up to 150 light-years before shutting down. The drive requires 12 hours to reset. As experimental technology, this drive may require extensive maintenance and be prone to failure. This is an independent system, so the crew may operate the warp drive in between slipstream bursts.
- **SAUCER SEPARATION AND RECONNECTION:** See page 196 of the core rulebook.

SPACEFRAME STATISTICS



AQUARIUS-CLASS ESCORT

The *Aquarius* escort is a small starship embedded in a docking slip at the aft of the *Odyssey*. The *Aquarius* is an independent starship and can travel at warp, though its endurance is limited, and it is not designed to go on extended missions. When deployed, the *Aquarius* can be an NPC ally starship or can be commanded by a player at the gamemaster's discretion. Deploying the *Aquarius* class functions the same way as launching a small craft, though it does not take up any of the ship's Small Craft Capacity.

As it exists as part of its parent ship, the *Aquarius* class does not have a separate Crew Support rating. It also does not have talents, though it can be improved with character advancement.

STARSHIP

TRAITS: Federation Starship, *Aquarius* class, Escort Vessel

SCALE: 2 **RESISTANCE:** 2

SHIELDS (13): ☐☐☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 10	ENGINES 08	STRUCTURE 06
COMPUTERS 10	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND 01	ENGINEERING 02	MEDICINE 01
CONN 04	SECURITY 04	SCIENCE 02

WEAPONS

- **Phaser Arrays:** Energy, Medium, Damage 5, Versatile 2, plus Area **or** Spread
- **Phaser Cannons:** Energy, Close, Damage 7, Versatile 2
- **Photon Torpedoes:** Torpedo, Long, Damage 6, High Yield

SPECIAL RULE

- **COMPACT VESSEL:** See page 196 of the core rulebook.

VOR'CHA

LAUNCH YEAR: 2367

OVERVIEW: Peace with the Federation and the static border with the Romulan Star Empire during the first half of the 24th century led the KDF to become complacent with battle cruiser design. With some stunning tactical defeats with the Gorn Hegemony, the Chancellor ordered the KDF to design a new vessel, impressive enough to be a flagship for the Empire. Rapid advancements in warp core design, computer technology, and sensor systems from the Empire's friendship with the Federation meant the design of the *Vor'cha* class kept undergoing revisions.

CAPABILITIES: The *Vor'cha* continues the tradition of the KDF having its battle cruisers consist of a command pod at the end of a long boom and an engineering hull. The *Vor'cha* could separate just the command pod. The engineering hull also has a 'flying bridge' in a triangular section that can take over command and control functions from the forward bridge. Other weapon systems installed include disruptor cannons on the warp nacelles, two torpedo tubes in the command pod, two tubes in the engineering hull, and two tubes straddling the shuttle bay. Each *Vor'cha*-class vessel could accommodate nearly 2,000 warriors.

REFITS AND VARIANTS: The KDF debated the priority for the first refit cycle of the *Vor'cha* class. While some generals felt that additional subspace communication relays and boosted transmission strength was needed for properly utilizing this class against enemies as advanced as the Dominion, others felt that all problems can be solved with the installation of additional disruptor cannons.

SUGGESTED MISSION PROFILES: Battlecruiser, Strategic and Diplomatic Operations, Strategic and Diplomatic Operations, Tactical Operations.

NAMING CONVENTIONS: Klingon vessels have little in the way of standard naming conventions. Each House has its own traditions, as does the KDF.

NOTABLE EXAMPLES: I.K.S. Bortas, I.K.S. Qu'Vat, I.K.S. Vor'Nak

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Klingon Cruiser, *Vor'cha* class, Formidable Reputation

SCALE: 5

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 09	SENSORS 09	WEAPONS 10

DEPARTMENTS

COMMAND +1	ENGINEERING —	MEDICINE —
CONN —	SECURITY +2	SCIENCE —

WEAPONS

- **Disruptor Cannons**
- **Disruptor Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 4)

TALENTS

- **CLOAKING DEVICE:** See page 220 of the core rulebook.
- **FAST TARGETING SYSTEMS:** See page 223 of the core rulebook.

SPECIAL RULE

- **ABUNDANT PERSONNEL:** See page 196 of the core rulebook.

MOGAI

LAUNCH YEAR: 2374

OVERVIEW: With the *D'deridex*-class warbird approaching two decades old, the Romulan Empire began prototyping a new warbird design. The success of these early vessels in the Shackleton Expanse, and then as assault ships against the Breen Confederacy during the Dominion War, led to large-scale production in 2376. Refit plans were scrapped as Praetor Shinzon took control of the Empire. After his defeat, the Imperial Navy wished to focus on rebuilding its forces but the shipyards capable of producing the new warbird were destroyed in the Romulan supernova, and it is uncertain if this class will resume production.

CAPABILITIES: The *Mogai* was powered by an artificial quantum singularity, providing ample power for all primary systems and allowing cruising speeds of warp 7.1, and even with the cloaking device active, warp 6.8. Enough mass was forced into the singularity to allow normal operations for up to four years, but extra mass was collected via ramscoops along the leading edges of the vessel's wings.

REFITS AND VARIANTS: The Imperial Navy had planned on improving the class's subspace communication gear to range further from the Imperial core, but these plans were shelved.

SUGGESTED MISSION PROFILES: Battlecruiser, Espionage/Intelligence, Pathfinder and Reconnaissance, Tactical Operations, Technical Testbed.

NAMING CONVENTIONS: *Mogai*-class vessels take their names from sea birds found across the Empire, as well as influential families who lost children during the Dominion War.

NOTABLE EXAMPLES: Valdore, Aethra, Terrinex

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Romulan Starship, *Mogai* class, Warbird

SCALE: 5

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 09	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN +1	SECURITY +1	SCIENCE —

WEAPONS

- **Disruptor Banks**
- **Plasma Torpedoes**
- **Tractor Beam** (Strength 4)

TALENT

- **CLOAKING DEVICE:** See page 220 of the core rulebook.

.:CHAPTER 1.2

ADDITIONAL STARSHIP RULES

"IT'S BEAUTIFUL. WHAT KIND OF PEOPLE COULD HAVE BUILT IT? TO TOUCH EVEN A STARSHIP WITH GRACE AND BEAUTY?"

- LT. NYOTA UHURA

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

Most spacefaring civilizations develop spaceframes capable of being configured to tackle a wide variety of missions and duties. Selecting the right mission profile and suite of talents for your crew's starship help serve to make her unique.

THIS SUBCHAPTER PROVIDES additional mission profiles and talents you may use to customize your group's starship.

ADDITIONAL MISSION PROFILES

AS NOTED ON PAGE 212 OF THE CORE rulebook, all spaceframes, Federation or otherwise, have a **mission profile**, which determines the specialized equipment installed before venturing into the unknown, the priority in personnel the ship's fleet gives the vessel, and its overall mission goal.

This section provides five more options for mission profiles. Gamemasters and players are encouraged to amend these mission profiles or create their own.

CIVILIAN MERCHANT MARINE

MISSION PROFILE

Many decommissioned Starfleet vessels find their way into the Merchant Marines, an active reserve where starships and personnel go to continue service to the Federation in a less formal and less risky way. Merchant Marines may be called upon by Starfleet to serve as logistical vessels in times of need, and many of these starships act in the place of active service Starfleet vessels when no others are available. Most other spacefaring civilizations have similar services.

TALENTS

Select one of the following talents:

- BACKUP EPS CONDUITS
- EXTENSIVE SHUTTLEBAYS
- IMPROVED POWER SYSTEMS
- RUGGED DESIGN

SYSTEMS

INCREASE STRUCTURE BY 1

DEPARTMENTS

COMMAND 01	ENGINEERING 03	MEDICINE 02
CONN 02	SECURITY 03	SCIENCE 01

COLONY SUPPORT

MISSION PROFILE

Vessels equipped to assist colonies in their initial stages provide necessary supplies, as well as scientific and medical backup to new colony worlds, the kinds of places that deal with unknowns which may still present themselves years after initial settlement.

SYSTEMS

INCREASE COMMUNICATIONS BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 02	MEDICINE 03
CONN 01	SECURITY 02	SCIENCE 02

TALENTS

Select one of the following talents:

- ADVANCED SICKBAY
- ADVANCED TRANSPORTERS
- EXTENSIVE SHUTTLEBAYS
- HIGH-POWERED TRACTOR BEAM

LOGISTICAL / QUARTERMASTER

MISSION PROFILE

These vessels provide the backbone of any fleet, even in the era of the replicator. Whenever vital equipment or personnel need to be moved, vessels like this are often central to ensuring that those tools and people get where they're needed most. In Starfleet in particular, these vessels also serve as a second line of operations following the important business of first contact, providing material and infrastructure support to worlds recently contacted or who seek membership in the Federation.

SYSTEMS

INCREASE ENGINES BY 1

DEPARTMENTS

COMMAND 03	ENGINEERING 03	MEDICINE 01
CONN 02	SECURITY 02	SCIENCE 01

TALENTS

Select one of the following talents:

- EXTENSIVE SHUTTLEBAYS
- IMPROVED WARP DRIVE
- RUGGED DESIGN

RESERVE FLEET

MISSION PROFILE

These starships are often older vessels that have been withdrawn from active duty and are equipped as standby vessels in case of disasters both natural and manufactured. Some new ships are also outfitted in this manner, but are classified as "fleet support," assisting flotillas in deployments away from the supply lines of core worlds.

SYSTEMS

INCREASE STRUCTURE BY 1

DEPARTMENTS

COMMAND 01	ENGINEERING 03	MEDICINE 02
CONN 02	SECURITY 03	SCIENCE 01

TALENTS

Select one of the following talents:

- ADVANCED SICKBAY
- EXTENSIVE SHUTTLEBAYS
- IMPROVED HULL INTEGRITY
- SECONDARY REACTORS

TECHNICAL TESTBED

MISSION PROFILE

The ship is equipped with numerous state-of-the-art or even prototype technologies, allowing them to be tested or studied in practical conditions so that flaws can be discovered and overcome, and that systems can be refined and improved upon. These ships are often deployed on a broad range of resource-intensive missions to provide a diverse range of conditions for equipment and technology testing.

SYSTEMS

INCREASE ENGINES BY 1

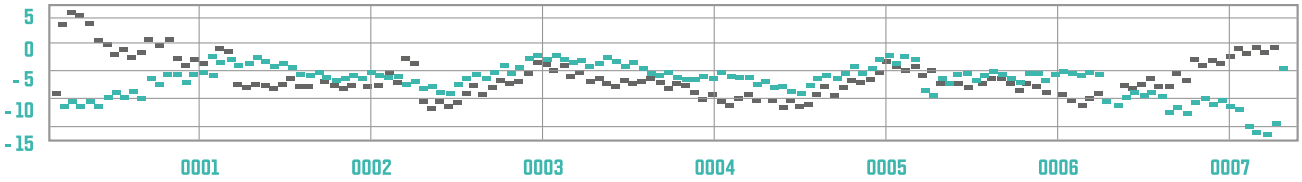
DEPARTMENTS

COMMAND 01	ENGINEERING 03	MEDICINE 02
CONN 02	SECURITY 02	SCIENCE 02

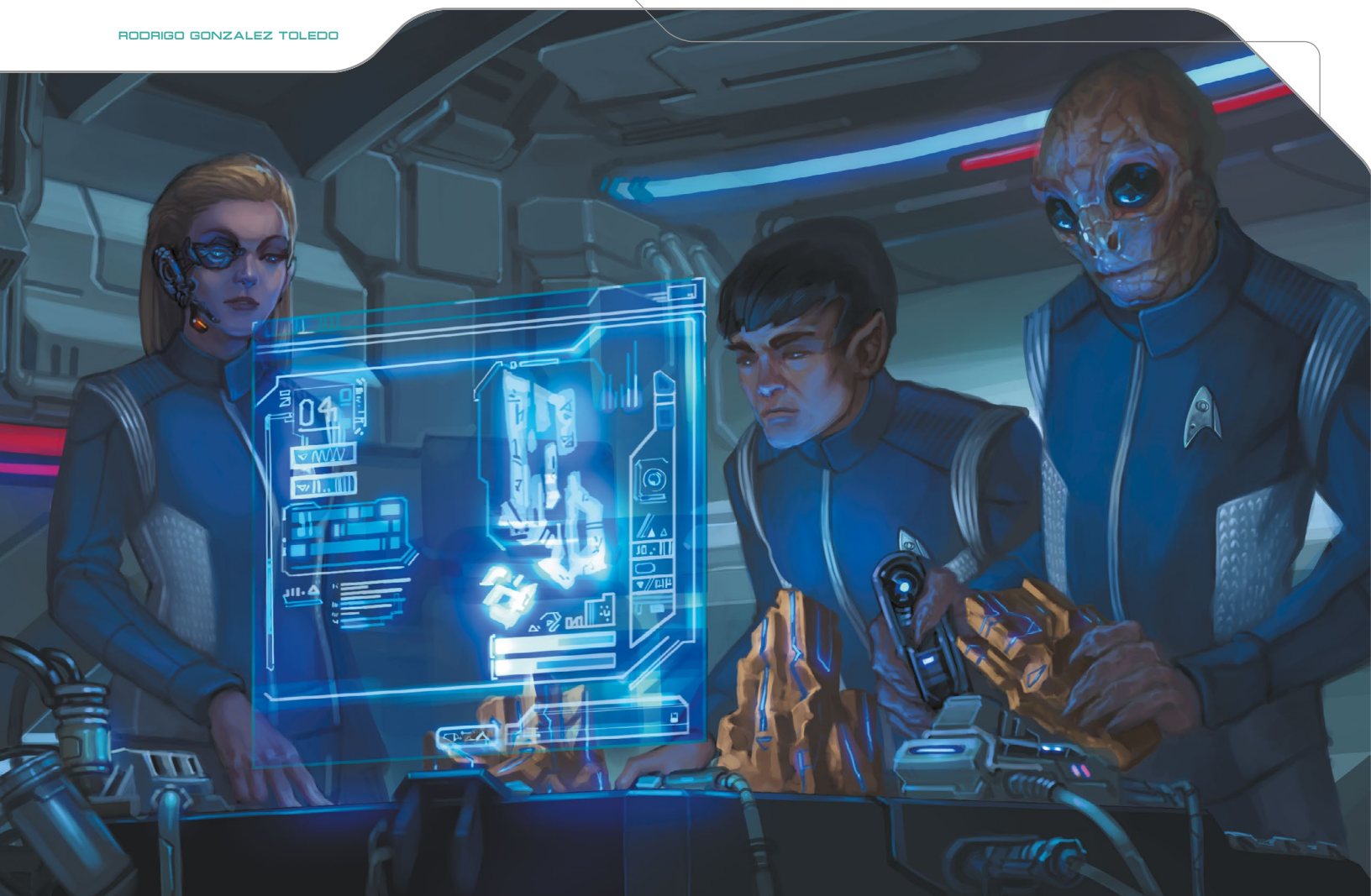
TALENTS

Select one of the following talents:

- ADVANCED SHIELDS
- IMPROVED IMPULSE DRIVE
- IMPROVED POWER SYSTEMS
- IMPROVED WARP DRIVE



RODRIGO GONZALEZ TOLEDO



▷ ALL HANDS TO BATTLE STATIONS!

At the start of a conflict involving a starship, the commanding officer (or next highest-ranking character present) may declare an **alert status** that affects the ship's readiness for danger. This happens before any characters take their turns, and allows the ship to enter a fight with shields raised and weapons armed if needed, rather than requiring separate actions for those actions.

Note that raising shields and arming weapons can be clearly detected by other ships and may be seen as signs of aggression or hostility.

.: ALERT STATUSES

ALERT STATUS	EFFECT
YELLOW	The ship's shields are raised, but weapons are not armed.
RED	The ship's shields are raised and weapons are armed. If a ship is hit by an attack, it immediately enters red alert status.

ADDITIONAL STARSHIP TALENTS

THE FIVE NEW TALENTS PROVIDED BELOW FOLLOW the same guidance as laid out for the other starship talents listed on pages 218-225 of the core rulebook.

.: ABLATIVE ARMOR GENERATOR

REQUIREMENTS: 25th century or later, Reserve Power

The ship is fitted with several external replicators pre-set to materialize an outer layer of armor plating over the hull, reinforced with structural integrity fields.

When the ship raises its shields, it may deploy armor instead, but this requires using Reserve Power. Deploying the armor increases the ship's maximum shields capacity by 5 and increases the ship's Resistance by 3. While armor is deployed, the *Modulate Shields* and *Regenerate Shields* actions cannot be taken—the armor cannot be fine-tuned.

.: ABLATIVE FIELD PROJECTOR

REQUIREMENT: 25th century or later

The ship's shield emitters are combined with an ablative field projector, allowing its graviton field to be shared with another target in Close range. These projectors charge the target's shields while dissipating its own.

When you attempt the *Regenerate Shields* action, any Momentum you spend to increase shields regenerated may restore shields on an allied vessel within Close range.

.: REGENERATIVE HULL

REQUIREMENT: 25th century or later

The ship's hull is infused with reverse-engineered Borg nanite technology that seeks out and repairs the hull immediately when it is damaged, often preventing a breach before it can happen. Each time the ship suffers one or more breaches, roll a d20. If you roll equal to or under your ship's Structure, ignore one breach inflicted.

.: TACHYON DETECTION FIELD

REQUIREMENTS: 25th century or later, Science 3+

The ship is equipped with a field generator that projects a cloud of tachyons around it. When a character at sensor operations succeeds at a *Reveal* major action, all cloaked or hidden vessels within Long range are revealed, rather than only one.

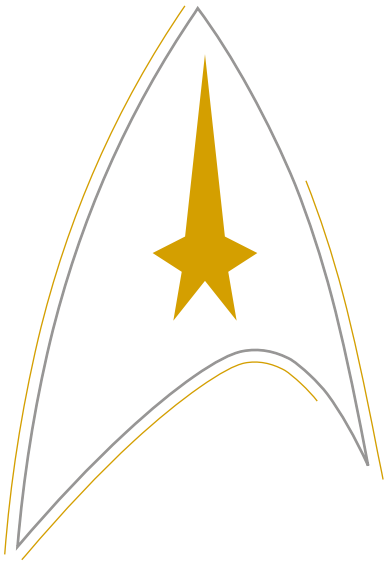
.: VERSATILE TRACTOR BEAM

REQUIREMENT: 25th century or later

The ship has exotic particle emitters integrated with its tractor beam system. When the tractor beam is activated, the operator may inflict a negative trait upon the target ship by spending 1 Momentum, rather than the normal cost of 2.

CHAPTER 2

GAMEMASTER RESOURCES



2.1 YOUR OWN CONTINUING MISSIONS 32

.:CHAPTER 2.1

YOUR OWN CONTINUING MISSIONS

"IT'S WHAT YOU'RE GOING TO BE WRITING NEXT THAT INTERESTS ME."

- ONAYA

RODRIGO GONZALEZ TOLEDO

AMBASSADOR RAYMOND MERTON

Imagine your favorite Star Trek *episode. It probably starts with a bang, right? That's the teaser. Then it has several acts, where the action and story unfold, and ends with a satisfying conclusion. You can use the same structure to create your own* **Star Trek Adventures** *missions! But remember, your missions need to be flexible because your players and the results of dice rolls can make things unpredictable.*

LET'S TALK ABOUT YOUR STORY.
It's like the skeleton of your mission. You need to come up with a concept or story for your adventure. It doesn't have to be complicated—it can be as simple as a list of bullet points. Or, if you like details, you can write paragraphs describing each scene or encounter. You can base your plot on your player characters' backgrounds or characters they've met before. This can make your mission more engaging and personal for your players.

Of course, you can use one of the many ***Star Trek Adventures*** missions or mission briefs available for download. These publications offer story beats that act like an outline. You can tweak them as necessary to fit your game. Use some or all the elements contained in the adventures or mission briefs to add details to your game. You can even mix and match elements from multiple sources, combine them with your own ideas, and be well on your way to an adventure unlike any other.

.: THE STORY UNFOLDS

Now it's time to think about how your story will unfold. Do this by dividing your story into two parts: **scenes** and **encounters**:

- **Scenes** focus on roleplaying and drama—they're like the heart of your story, making it feel real and exciting.
- **Encounters**, whether they involve combat or not, bring the action and adventure—they're like the muscles of your story, keeping things moving.

Your mission should ideally have a mix of scenes and encounters. But if you have a mission that's mostly scenes or mostly encounters, that's okay! Just try to balance it out in your next mission. This will keep things varied and interesting for your players.

Within each scene and encounter is usually one or more moment of uncertainty, where the players need to make a choice, attempt a task, or try and solve a challenge. Success or failure helps inform the next scene, and so on until the story reaches a conclusion.

No matter how much or how little you outline, remember your players might do things you don't expect, which might change your outline. And that's okay! Be ready to add or remove scenes as needed. It's all about creating a story that keeps everyone engaged and satisfied.

You might be wondering, "How many scenes and encounters should I plan?" That depends on how much time you have. Talk to your group and find out how long they want to play. A good rule of thumb is to plan one scene or encounter for every 30 minutes of play. Also, have a couple of extra scenes prepared, just in case. But don't worry if you don't get this right the first time. It's a learning process!

The most important thing is to make your mission fun and engaging for your players. So, be ready to change your plans to meet their needs.

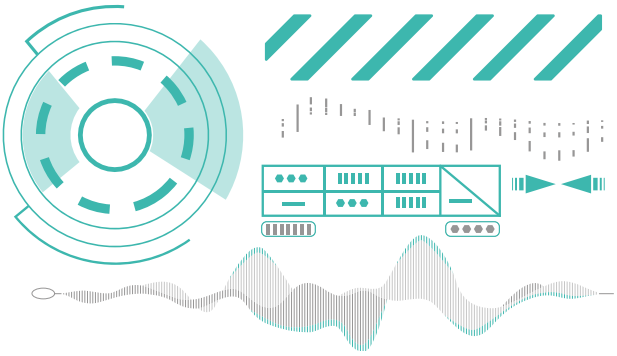
▷ B-PLOTS, STORY THREADS, AND CHEKHOV'S GUN

The more you play ***Star Trek Adventures***, the more you are likely to become an amazing storyteller. As such, there are a few common devices you can employ as you play.

.:B-PLOTS

Star Trek stories are known for having a main plot (A-plot) while also often nurturing a subplot (B-plot). This can be seen as a spotlighted character engaging in the main story. However, other characters might be tending to business as usual, fraternizing with friends and families, pursuing a personal project, or engaging in a routine away mission. Though this might sound boring, B-plots are an amazing device for allowing time for characters to breathe and develop. Sometimes a B-plot will resolve into a solution to the main plot.

> ***EXAMPLE:*** *An away mission to an archaeological site might have taught the character how to read basic cuneiforms. Upon returning to the ship, that knowledge might save the ship involved in the main plot when they must communicate with aliens who will only negotiate through writing on clay tablets.*



.:STORY THREADS

These are more common in episodic or campaign-level stories that interweave several different adventures with a common theme or plot hook. You may find the humble diplomat you saved from a hovercar accident during your first mission becomes a valuable contact several missions later when you need a favor while visiting their homeworld. Still later, the diplomat might show up at a special delegation and you two share a *raktajino* in passing. In a later episode, your character is suffering a moral dilemma. You need a listening ear and decide to send a subspace message to the diplomat, who is becoming a reliable confidant. Finally, you are on a deep space mission when you learn that the diplomat has been abducted. Will you abandon your current mission to save your friend?

.:CHEKHOV'S GUN

No, not the *Enterprise's* famous navigator. Chekhov's gun is a writing mechanism that suggests details laid out early in a story must resurface by the end of the story, therefore contributing to the overall narrative. Basically, if you introduce a gun in Act 1, it needs to be fired by Act 3.

The goal is to encourage writers to exclude random and meaningless details that do not resolve by the end of Act 3. For example, if Act 1 presents a dinosaur-like creature glimpsed in the holodeck, the strange beast should appear in some relevant form or fashion by the conclusion of the story. Or if a bridge officer has a persistent cold during the opening scene, their illness should play into the adventure in some way.

RISKS, COSTS AND CONSEQUENCES

A CRUCIAL PART OF ADJUDICATING A TASK IS CONsidering the effects of failure. If the task is to avoid some dangerous effect or situation, then the effects of failure are obvious: the character didn't avoid the danger. But in situations where a character is attempting to achieve something, it is important to determine what may happen if they fail to achieve their goal; if there's no cost or consequence for their failure, then why didn't they just succeed automatically?

Risks, costs, and consequences are different ways to express 'what goes wrong'. They don't necessarily represent something going irrevocably wrong, but rather help to provide you with a sense of nuance about what could go wrong from a task attempt, and in turn convey those potential problems to the players. There's a lot of overlap between the three ideas, but in general terms, they can be described as follows:

- A **risk** is something that *might* happen because of a task. It isn't guaranteed to happen, but it could occur if the character suffers a complication. It doesn't change whether the task succeeds, but it might still change the outcome one way or another.
- A **cost** is something that must be paid or faced to get a desired outcome, but which can be avoided. This turns up with the option to *Succeed at Cost*, but you may frame a cost for allowing a task to be attempted in the first place.
- A **consequence** is something that *will* happen because of action; it might be the result of a failed task, or it might come automatically if the task is even attempted.

When setting the Difficulty of a task, you should consider the things that could go wrong. These can naturally serve as inspiration for how to handle any complications that may occur, but they can also serve as the result of a failed task. Similarly, if a player wants to attempt something tough or challenging, or which shouldn't be straightforward to attempt, it may be worthwhile considering a cost for that task. These are all powerful tools that can be interwoven with the other game rules to create something thrilling, dynamic, and evocative.

Of course, it's easy to simply say "think of the things that could go wrong," but it's harder to do that in practice, at least without some guidance or experience. Fortunately, fiction provides us with a variety of different problems that occur frequently, and which can serve as inspiration.

- **CLOSED PATH:** A possible problem is that a specific way of doing something is no longer possible, at least in the short term, and the characters will have to find a different approach. A character tries picking a lock to find that the door is bolted shut. A character can no longer rely on a specific informant or ally. Witnesses are too scared to come forward.
- **CONFUSION:** The character miscommunicates or otherwise creates uncertainty, leading to upset, poor timing, offense, or misunderstanding. Only applicable where there's an audience, confusion can lead to problems with teamwork or make it so that an adversary responds in an unexpected manner.
- **DELAY:** Sometimes, things just take longer than anticipated. This is already built into the rules for time pressure, where a complication can cause the task to take an extra Interval, but it can apply just as well to other situations. Perhaps a delay allows the enemy to prepare for the characters' arrival, or it allows pursuing guards to catch up. Perhaps a delay means the character can't join the rest of the group in the next scene (maybe they'll turn up part-way through the scene instead of at the start), or it means they can't be chosen to act first in the next round.
- **HARM:** Suffering damage and risking injury is useful as a risk, cost, or consequence. Personal harm comes in the form of an **Injury**, with an accompanying **severity** to determine how much Stress is taken to avoid it. Harm to a ship comes in the form of damage to the ship's shields, and the risk of a **breach**.
- **INEFFECTIVENESS:** The effect of the task is less than expected in some way, or the character's success is only partial or incomplete. The character gets the bare minimum of what they wanted to achieve, but that success is imperfect and may result in other problems. This might reduce the damage of an attack, or it may mean that a distraction doesn't occupy an adversary for as long as desired.
- **OVERKILL:** The character succeeds *too* well. The character becomes a victim of their own success, gaining unintended effects from the outcome. A lie told to gain access somewhere causes the guard to treat you as a VIP and insist on escorting you. A disguise attracts the attention of people other than your intended target. A bomb to blow a hole in a wall also makes the ceiling unstable. A phaser beam hits both the intended target and a bystander as well.
- **PRICE**: A straightforward problem is a price, usually in the form of lost resources. This might be an item of equipment, or the ship's Reserve Power, or some other tangible resource, but it could easily be a loss of Momentum, or adding to Threat, or even something like losing a beneficial trait or gaining a negative one.
- **REVELATION:** The character reveals something they didn't intend to, such as something they know, or even where they are. Alternatively, the character may learn something they wish wasn't true which could complicate later actions, such as finding the enemy leader has extra guards, that they're about to leave on a shuttle in a few minutes, or that they aren't where they were expected to be. Revelations can be useful ways to introduce new ways to spend Threat or set up other problems like time pressure.
- **WASTE:** Like price, but where a price is intentional, waste is the misuse or misapplication of resources. This is useful in situations where a character might already have the option to use those resources: a character firing a phaser may find the power cells depleted, for

example. Alternatively, waste may represent being inefficient or reckless in some other way, perhaps with a character leaving themselves out of cover and exposed to reprisals, or putting themselves in a position where they can't easily follow-up (perhaps unable to *Keep the Initiative*, or they lose some other defensive benefit).

In practice, many of these may end up having similar outcomes, but are useful starting points to consider when deciding the outcomes of different tasks.

More than that, they can also be used to help structure problematic situations: a situation may be presented as a series of overlapping, interlocking problems, each of which is part of a trait, and each of which can be 'disarmed'. This kind of structure is ideal for challenges, and it's a great way to design heists and similar situations.

The nature of a problem is only half the story. You should also consider how big these problems are as well. This should be relatively straightforward most of the time, but it's worthy of consideration anyway, as it can be a useful 'lever' to adjust during play.

The severity of a problem represents how big the problem is. This is something independent of how difficult the task is—a task can be extremely difficult, but with only relatively mild consequences; or it could be easy, but with a major cost. This notion is already present with injuries, which have a **severity** rating already, and with the **potency** of traits (which are essentially multiple traits stacked together to combine their effect).

As a basic guide, you can approach this from the perspective of complications, as that ties neatly into the existing framework of tasks—a risk represents a potential complication effect, and the *Success at Cost* rule ties into the idea of cost, which covers two of the ways these problems are commonly used.

In general, there's no hard-and-fast way to measure or quantify some problems: you should rely on your judgment and experience, and how the players respond to the problems they face.

OTHER WAYS TO USE EXTENDED TASKS

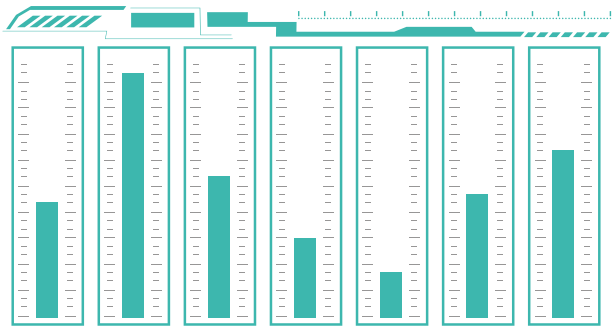
THE METHODS DETAILED ON PAGES 329-332 OF THE core rulebook are suited to an extended task which sits within a scene as part of the overall action and drama. Detailed below are other ways to use extended tasks that aren't so immediate.

.:NARRATED BREAKTHROUGHS

A useful technique with longer extended tasks or ones which are more central to the adventure's plotline, having a specific description for each breakthrough can ensure players have a sense of progress. You may even wish to alter the normal benefit for achieving a breakthrough to represent a specific benefit: maybe the breakthrough reduces the extended task's Resistance, or increases the players' Impact. This can also be used to change things up in other ways—perhaps the second stage of a project needs a different set of skills, requiring someone else to take the lead.

.:LONG-TERM PROJECTS

By restricting how often a character can attempt progress towards an extended task—normally one relating to something that character is working on—it becomes a long-term project rather than an immediate part of the scene. A limit of once-per-scene may represent an activity that defines an entire adventure, particularly if other tasks during a scene are used to support the extended task, while one that can only be attempted once per adventure may represent a significant undertaking carried out over weeks or months of time in-game. In these cases, the immediate consequences from failure may be minimal, or they may have a nasty effect on the current adventure, but the rewards for success should be significant.



OPPOSITION

IN RELATION TO CHALLENGES AS DETAILED ON PAGE 332 of the core rulebook, adversaries may be able to interfere with the player characters' plans or even to attempt the same challenge. In this case, the gamemaster may wish to consider what kind of opposition they provide and how to use that in the challenge.

Disruption provides an increase in Difficulty but nothing more, and this could come in the form of traps or preparations NPCs have made before the player characters started the challenge. This is great if the NPCs knew the player characters were coming or were clever enough to put contingencies into place.

If NPCs are present and can act at the same time as the player characters, you may want to turn the key tasks in the challenge into opposed tasks. This represents the NPCs trying to directly oppose the player characters' efforts. It could also be opposition in the form of sabotaging the players' actions. As with opposed tasks, new traits may arise from Momentum or Threat spends, or failed task attempts.

Contested challenges form a race for either the players or the NPCs to complete the tasks first. In this case, you should resort to a turn order. Both sets of characters attempt a task but one after the other, back and forth, until every character has been able to act. Take as many rounds as you need for one side to complete the challenge, at which point the group that didn't complete it has failed. It could be that you lock off tasks based on who succeeds first—in which case, the side who cannot attempt the key task should take appropriate steps and attempt tasks to unlock that key task again. In this situation, the groups effectively take control of certain tasks once complete, and it should only be done if there are multiple ways of completion, as in a gated challenge.

You should be mindful that groups of characters attempting the same tasks can meet and, if they have different goals, may come into conflict. You should be ready for the groups to clash, with the conflict serving as a backdrop for the challenge.

> ***EXAMPLE:*** *The* Defiant *is close to finishing setting a minefield, but not close enough. There are spaces left on the progress track, but the* Defiant *has run out of intervals, and is now under fire from Dominion attack ships. The gamemaster allows the* Defiant *to keep working on the extended task, but now each overcome task is an opposed task too, with the Dominion ships opposing the* Defiant*'s work. Each time the Dominion wins one of these opposed tasks, the gamemaster rules the* Defiant *will take damage as if hit by one of the Dominion ships' weapons, and that if the* Defiant *becomes shaken or suffers a breach, she'll be destroyed as the mines still aboard detonate.*

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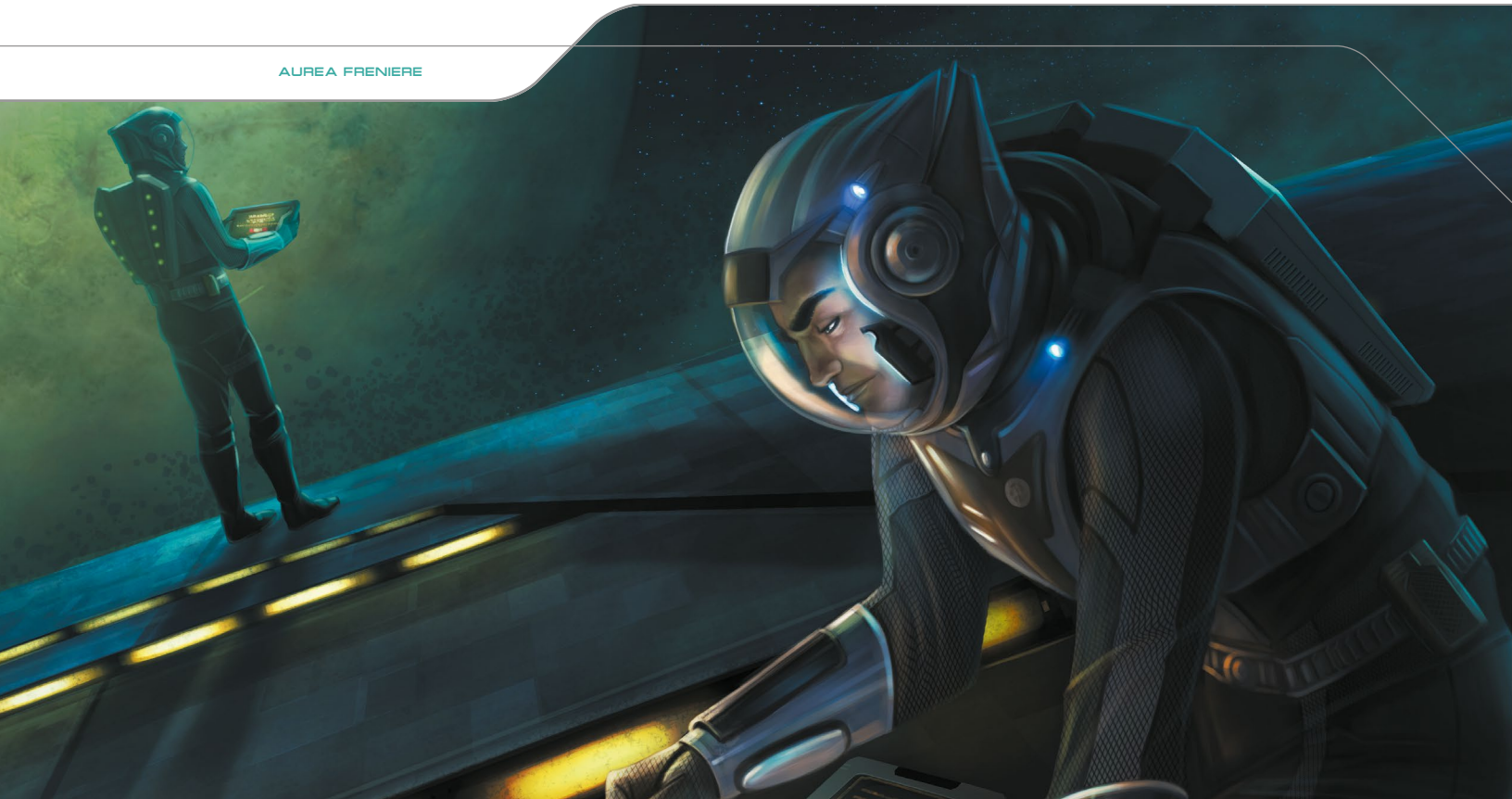

MORE USES FOR THREAT

CONSIDER THE FOLLOWING OPTIONS FOR THREAT use in addition to those detailed on pages 323-328 of the core rulebook.

.:USING THREAT TO SHINE A SPOTLIGHT

When you gain or spend Threat, the resulting effects can serve to draw attention to specific themes and ideas, or to certain elements of a scene, or to an individual character. This in turn creates new opportunities for the players to engage with the situation. In general, using Threat to highlight things can make the game more engaging for the players, compared to simply using Threat to make things more difficult.

With a **thematic spotlight**, you can use Threat to pick out a specific concept central to the adventure or to the campaign. Spend Threat to introduce specific types of challenges or problems that encourage a specific approach: large numbers of enemies and frequent reinforcements can encourage a subtle, considered approach, favoring stealth and guile. Alternatively, you may use Threat to dissuade a certain type of action: the game naturally does this with lethal force, so that player characters attempting to kill enemies add to Threat, while NPCs attempting to use deadly force must spend Threat. This adds an extra level of cost to trying to kill, and it helps to create adventures where trying to negotiate with or subdue enemies is more commonplace than simply shooting them.

A **situation spotlight** draws attention to a specific part of the current scene. This might be to a specific place within the environment, such as spending Threat to make a crumbling cavern start to collapse, or it might be a specific character, such as a leader or priority target. It might even be a single objective: you may spend more Threat on adversaries trying to reach a specific location or attack a specific character if that aids their goal. This can be a useful way to add urgency, especially if things have seemed too easy up until that point. Alternately, you may wish to try adding 1 or 2 Threat periodically to represent a ticking clock or escalating problem, to urge the players to action if they're being overly cautious.

A **character spotlight** is a situation where attention is drawn to a player character. This can resolve itself in a few ways: you may present a problem which that character is ideally suited to solve, allowing that character to show off a bit, or it might change circumstances which play to a character's personality or backstory, engaging the player by bringing their part of the story to the fore, often by facing them with a dilemma or a tough choice. Occasionally, you may wish to play to the weaknesses of a specific character or put them in a situation where their strengths become a liability, but this should be done sparingly, as some players can feel picked on, making the game feel adversarial rather than collaborative.

.:CAUSALITY

Because Threat is in large part provided by character action, it helps provide balance, ensuring the pressure the player characters apply to a situation is met with equal force by their opposition.

Threat serves as a visible cause-and-effect for players taking risks and facing the problems that come along with it: your use of Threat feeds from circumstances in-game: the protagonists push their luck and fate pushes back. This provides the players with an understanding of how their choices influence the problems they face and gives you clear license to create those problems on the fly.

The causality of Threat means providing a narrative link between the ways Threat is gained during a scene, and the effects derived from spending Threat. It doesn't have to apply to every time you gain or spend Threat, but a few key instances can help create a feel of continuity and verisimilitude.

An example is a character adding to Threat to buy dice when climbing a crumbling cliff, and the gamemaster spending some of that Threat later to make the cliff begin to subside, or enemies sounding an alarm, which adds Threat which the gamemaster then spends to bring in reinforcements.

.:PROPORTIONATE RESISTANCE

Because Threat can often be gained through the actions of the player characters, this means the players have considerable control over the amount of Threat you have available during a scene. Cautious, reluctant, or careful players may give little Threat (as may new players who aren't comfortable with the idea of empowering the gamemaster), while aggressive or determined players can flood you with additional Threat.

Players reluctant to add to Threat may find themselves Momentum-starved at crucial moments, making higher-Difficulty tasks and other challenging situations more difficult to overcome, while players more comfortable with giving Threat can blast through difficult situations with relative ease, as they'll always have the extra dice and other benefits they need, and can generate extra Momentum accordingly.

Thus, you should watch the group's behavior, and their approach to Threat, to help guide decisions made during the game, such as numbers of enemies and the Difficulty of tasks. Your use of Threat should also be adjusted accordingly: if players generate a lot of Threat, that Threat can be used to put pressure on those players in turn, so the players have a degree of control over how big a challenge they will face.

If the players are wary of Threat, and reluctant to provide you with any, then you should use Threat sparingly; Threat use may need to be rationed anyway, as there isn't as much available. Also, using effects that alter the circumstances rather than just amp up the Difficulty can be good for the game in general: players wary of Threat often feel afraid of it being used to punish them later, so using it in more narrative and less confrontational or adversarial ways can help. It can also help if Threat is used in small quantities, rather than saving up for a bigger effect: a large pool of Threat can seem ominous, especially for players expecting some big, catastrophic expenditure.

If the players give Threat freely, you should use Threat eagerly and often: using Threat roughly as often as the players generate it is a good benchmark, simply to avoid a flood of Threat. Players that give Threat freely tend to fall into one of two categories: players looking for a challenge, and players who don't regard Threat as particularly threatening. In the former case, spending Threat gives the player what they want. In the latter case, spending Threat regularly means the player doesn't come to regard adding to Threat as consequence-free: an ever-growing pool of Threat may seem intimidating, unless you never spend any of it, at which point it may seem to have no bearing on play at all.

In either case, you can still regulate the flow of Threat—spending it more frequently than it is gained will reduce the size of the Threat pool and make the situation less tense, while spending it less frequently than it is gained allows the pool, and the tension it represents, to grow.

.: THREAT AS A STATUS GAUGE

An interesting use of Threat doesn't rely on how Threat is gained or spent; instead, it considers simply how much Threat there is. The overall quantity of Threat can be used as a gauge for the situation currently playing out. This is a useful trick when handling games focused on infiltration or subterfuge (though it works in other situations too), as the amount of Threat can provide a useful guide for how NPCs will act: higher Threat means adversaries will be alert, wary, and quick to respond, while bystanders may withdraw from the area or hide if startled. In a negotiation, high Threat may mean that tensions and tempers are running high.

This provides a greater sense of feedback for Threat, with an effect more visible and pervasive than individual uses of Threat. It is especially valuable in situations where the peril is contained within the local environment—such as a single building, a compound, or some other restricted area—or where there is some supernatural phenomenon in play that Threat can represent, or both, such as a haunted house or similar environment.

If the situation is one where Threat will fluctuate heavily, Threat can cue a change in NPC behavior: if high Threat means an enemy is alert and vigilant, then spending Threat for that enemy can represent the effort and intensity of their search, which will pass in time. As Threat decreases, those enemies will relax their efforts, let their guard down, and go back to their normal patrols, but an increase in Threat will increase their alertness again. This produces a degree of dynamic feedback, where actions that feed and draw from Threat influence the situation.

▷ NO TIME TO REST

One option you may use at the end of a scene is to rush the players. If the next scene is only a short time later, with no opportunity to rest between them—perhaps the characters haven't had time to stop, or the next scene begins only moments later—you may spend 2 Threat to reflect this.

If you do this, the player characters will not have an opportunity to rest and recover Stress, restore the ship's shields, or regain Reserve Power, and lingering effects from the previous scene won't end. But, they also won't lose Momentum at the end of the scene. This connects the two scenes in such a way that the short-term effects from one carry over into the next.

ENVIRONMENTAL HAZARDS

REGARDLESS OF A PLANET'S CLASSIFICATION (SEE pages 65-69 of the core rulebook), planetary surfaces may present multiple types of risks and hazards. These are divided into three types depending on severity and time of exposure. Examples of these hazards could be high radiation in the atmosphere, unique temperature variations, or radiation with high radioactive particles. Take care to understand the different classes of planets as these could also inspire potential dangers your player characters may face.

From least dangerous to most dangerous, these hazards are classified as **hazardous**, **hostile**, and **deadly**:

- **HAZARDOUS:** This type of environmental phenomenon causes damage at rates between **X/hour and X/day** depending on the severity. With appropriate survival gear, crew members may be able to endure this type of environment indefinitely.
- **HOSTILE:** A hostile environment increases the rate of damage to **X/minute(s)**, limited to an hour with the duration determined by the severity. Environmental suits allow crew members to endure these environments for a few minutes but will decay the suits and possibly cause permanent damage when exposure lasts longer than an hour.
- **DEADLY:** Deadly environments causes damage at a rate of **X/round**. Space suits (or environmental suits capable of surviving high radiation and full atmospheric isolation) may allow crew members to survive for a short duration but the temperatures and radiation increase the likelihood of suit malfunction.

IMPOSSIBLE BATTLES

SOME OPPONENTS CANNOT BE FOUGHT. SUCH A foe may have some innate immunity to attacks or weapons, meaning that a direct confrontation may be useless, which forces the player characters to consider alternative methods for victory.

These situations may still warrant the use of the conflict rules for the purposes of action order and the options available in combat, but attacks themselves may not have any meaningful effect, requiring characters to spend their turns coming up with ways to make the target vulnerable, ways to make their attacks effective, or entirely novel approaches to ending the conflict.

There are a few common forms this kind of impossible battle might take:

- **INVULNERABLE FOES:** Affecting the opponent with an attack is impossible, and this immunity cannot be overcome. This is most applicable with godlike entities such as members of the Q Continuum, who cannot be threatened or harmed (though they can still be struck) but who can be reasoned or bargained with. In these situations, figuring out another way to defeat the adversary is necessary, such as using words instead of weapons in the face of mortal peril, or devising some scientific or technological method to thwart the opponent (or both).
- **RESISTANT FOES:** Affecting the opponent with an attack is impossible, but this immunity can be overcome. This is common when facing the Borg, where individual drones can adapt to weapons used against them, or to the likes of Species 8472, who are highly resistant to conventional weapons but other weaknesses can be found. In these situations, coming up with a way to adapt weapons, remove an immunity, or locate a vulnerability is the best solution; these are easily represented by creating traits.
- **SLOWED BUT NOT STOPPED:** Affecting the opponent with an attack is possible, but they cannot be defeated that way. Attacks against them have a diminished effect, perhaps only halting the adversary's advance temporarily: instead of suffering an Injury, the creature simply cannot take any actions on its next turn. This is applicable mostly to particularly alien creatures whose nature and physiology aren't like those of humanoid species, but who aren't godlike in nature, such as the Horta, or certain space-borne macro-fauna. Coming up with a way to confront the opponent may require using a completely different approach, or it may require some adaptation (often represented by a trait) to overcome their immunity or devise a method of stopping them.

SEEK OUT THE UNKNOWN

The ***Star Trek Adventures Game Toolkit*** provides you with a wealth of materials to expand your game beyond the core rulebook. It provides players and gamemasters with additional options and rules references to aid your group in exploring the final frontier.

This ***Game Toolkit*** booklet contains:

- Seventeen additional spaceframes to choose from as your group's starship.
- Five new starship mission profiles and five new starship talents.
- Advice for the gamemaster on developing *Star Trek*-style stories.
- Additional gamemaster options for using extended tasks and Threat.

This booklet requires the ***Star Trek Adventures*** second edition core rulebook to use.

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